

AMENDMENTS TO THE CLAIMS

Please amend the claims as follows.

1. (Currently Amended) A method for binding an object member at runtime comprising:
 declaring said object member in a program written in a dynamically typed programming language; and
 running said program comprising[[,]] :
 determining whether said object member is used at run-time; [[and]]
 determining, during run-time, whether said object member is accessible using an access control level wherein a public member and a private member have different access rights; and
 binding, at run-time, said object member to its reference if said object member is used and if said object member is accessible.
2. (Original) The method of claim 1 wherein said object member is a class member of said dynamically typed programming language.
3. (Original) The method of claim 1 wherein said object member is a class method of said dynamically typed programming language.
4. (Original) The method of claim 3 wherein said class method is a virtual method of an object of said dynamically typed programming language.
5. (Cancelled)
6. (Currently Amended) A computer program product comprising:
 a computer useable medium having computer readable program code embodied therein configured to bind an object member at runtime, said computer program product comprising:
 computer readable code configured therein to cause a computer to declare said object member in a program written in a dynamically typed programming language; and
 computer readable code configured therein to cause a computer run said program comprising[[,]] :

computer readable code configured therein to cause a computer to determine whether said object member is used at run-time; [[and]]
computer readable code configured there to cause a computer to determine, during run-time, whether said object member is accessible using an access control level wherein a public member and a private member have different access rights; and
computer readable code configured therein to cause a computer to bind, at run-time, said object member to its reference if said object member is used and if said object member is accessible.

7. (Original) The computer program product of claim 6 wherein said object member is a class member of said dynamically typed programming language.
8. (Original) The computer program product of claim 6 wherein said object member is a class method of said dynamically typed programming language.
9. (Original) The computer program product of claim 8 wherein said class method is a virtual method of an object of said dynamically typed programming language.
10. (Cancelled)